

PREVIEW ADVENTURE



SYNTHICIDE

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**The first half of this document is a general game preview.
The adventure itself starts on page 16.**

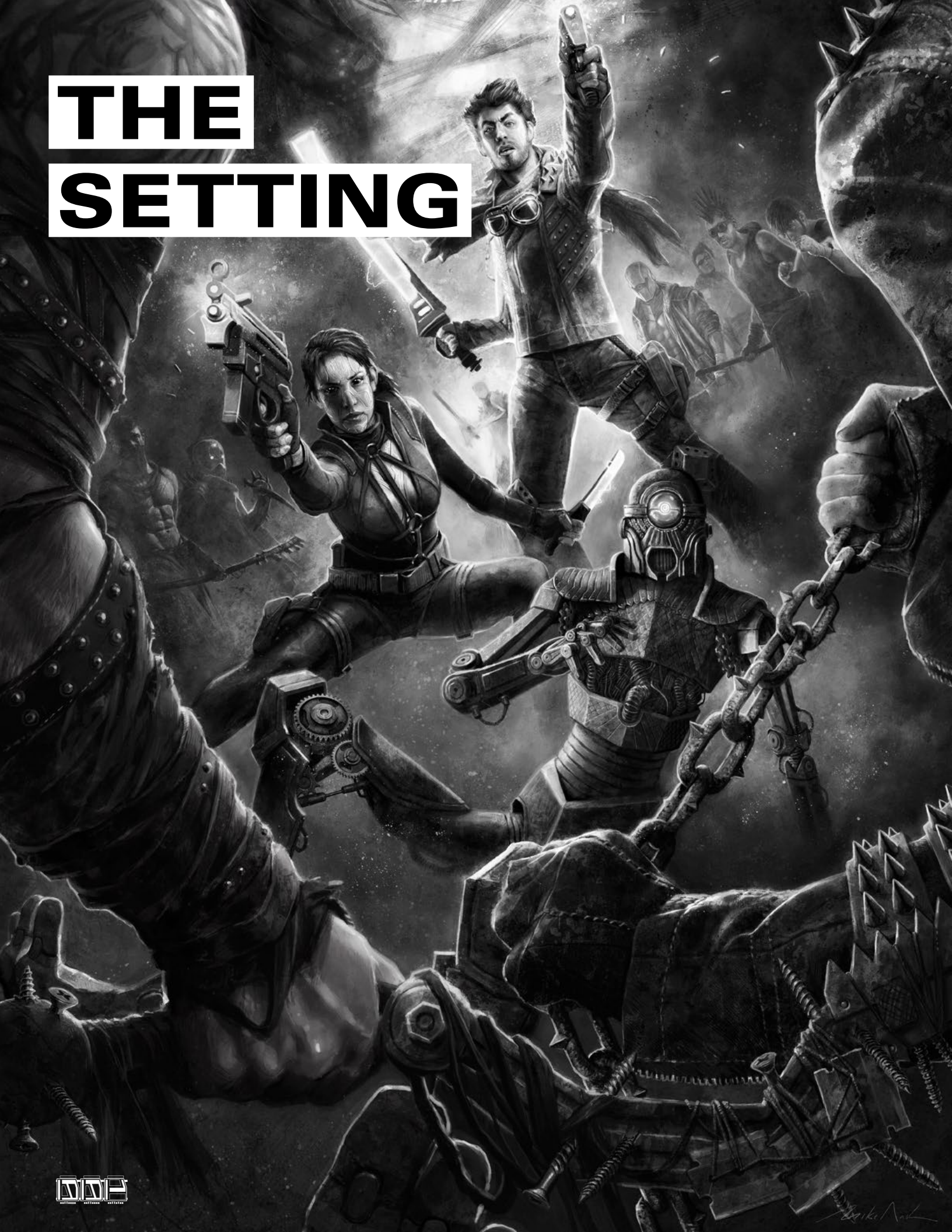


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THE SETTING



WELCOME TO SYNTHICIDE

The game is set in a Galaxy on the verge of collapse, where bullets are more common than food and equally essential for survival.

An evil mutant force called the Prodigravus attempted to absorb all of humanity. A millennium-long war ensued, destroying almost every civilized planet. Humanity descended into a dark age.

A tech cult called the Tharnaxist Church retained scraps of scientific knowledge. They used it to gain power over the surviving humans and mutants, but these cybernetic priests aren't interested in the lives of organics. They only care about discovering more technology and building synthetic beings to run their society. Under Tharnaxist rule, the murdering of a robot – also known as Synthicide – is regarded as the highest crime on any planet. If one commits Synthicide and is caught, they earn the ire of the Church.

With human life devalued, remaining social structures have descended into barbarism, extortion, and gang-rule. Anyone with the means has become a Sharper: an independent agent that drifts from world to world, scraping by on dirty work. For a Sharper, floating through space is preferable to settling down on any Tharnaxist-ruled hellhole.

YOUR ENEMIES

Synthetics (Robots)

Synthetics are free entities that do as they please. The Church and powerful corporations commission their construction, but they must be paid and are released after fulfilling contracts. Synthetics are effectively immortal and they go through seasons of boredom and personality shift. A Synthetic may spend 100 years as a Laborer, only to suddenly decide it would be interested in bounty hunting. They view the humans around them as either friendly oddities or pond scum.

The Church

Tharnaxist priests are cybernetically enhanced humans that worship a tech god named Ranix. They are obsessed with discovering and hoarding new technology and they brutally enforce rule to keep those outside of the Church weak. While they allow the galaxy free trade and travel, they do nothing to ensure that anyone has food, safety, or a real system of laws. The Church only punishes those who mistreat Synthetics and priests.

Mutants

Mutants are the genetic waste left from the Millennial War. They are descended from humans that survived a "P-virus" infection but never changed into full Prodigravus.

Some actual Prodigravus still exist, but they are too insane and dangerous to live among humans. They are kept to the outskirts in loose and barbaric tribes.

DAILY LIFE

Technology

Technologies are very disparate in Synthicide. A Sharper might be wielding a gunpowder revolver, while a security guard might have a flechette pistol, or even a beam rifle. The richer and more powerful you are, the better your toys get. Nothing beats the toys that the Church gets. Not even a Synthetic can get his hands on what some priests have.

Space Travel

Spaceships are highly automated and simplistic. As such, about anyone can tell a ship to go from point A to point B, though you might need a good pilot to escape pirates. In the past, ships had Jump Drives, which enabled them to jump across space instantaneously, but that technology has been lost. You can only travel routes supported by active Jump Gates – a less sophisticated means of travel.

The Flow of Power

Gangs own people and streets; corporations own gangs and resources. The Church owns everything, deciding what corporations may do and whether thieves live or die. While someone is always working for someone else, most dogs hate their masters and given the chance, they will try to get out from under a thumb and may even bite it off in the process.



SOCIAL STRUCTURES

Law and Order

Different social groups may have justice systems, but the Church backs none of it. The only real "laws" that matter are: who can hurt you? And who can save you? If you're rotting away in some cellblock about to be executed, it's only your friends who will get you out. Order comes through strength in numbers, so make powerful allies and protect each other.

Prisons

Prisons exist, but none of them are official or State-run. People who run prisons do it for forced labor, to put fear in others, or to extort the allies of their prisoners.

Security

Out in the streets and alleys, you're on your own. The most important places have private security to keep violence to a minimum. When you start a fight in a dock, a wealthy club, or corporate HQ, you can expect trained guns to show up.

Docks

All important trade and business starts in a spaceship dock and parking is never free. Docks are usually built underground with boots to lock your ship and force payment. Although docks are high on security, people have been known to hack the doc registry to get their ships released. Gunfights sometimes break out between security and people stealing each other's ships.

Dock Masters

Dock Masters are your best friend and worst enemy. They provide you a place of relative safety and the ability to meet up with other Shapers, however, they really just want your money. They get a cut of everything you buy or sell in the dock. Many Dock Masters are synthetic, complicating the prospect of killing them.

FACTIONS

These are short previews of some important factions.



Chaos Rose

This gang is composed of flamboyant and wealthy pirates trying to live the dream. While they play up the glamorous life of piracy, they are not to be trifled with. Chaos Rose operates as an extremely successful and brutal gang of thieves whenever in Tharnaxist Space, but behave as generous traders and boisterous patrons back home on the planet Farazin.



Farstar Guild

This is a very famous guild made up of humans and synthetics. They specialize in hunting artifacts from the Last Age and then selling what they find. Most artifacts the Farstar Guild sells are just high-tech daily appliances, as well as rare documents or pieces of art. Extremely powerful or weaponized artifacts are rarely sold, but instead used for leverage in negotiations with enemies.



Razor Cogs

Anyone who wants a person to die hires a Razor Cog. This large guild of mercenary robots takes contracts very seriously. They always deliver, or die in the process. While not completely anti-human, many members take pleasure whenever they break open a Skinbag (an organic human or mutant.) The Razor Cog galactic headquarters is located on the planet Forge.



Reaper Forum

Bounty hunting has, in a way, filled in the vacuum of law enforcement. There is one "common man" bounty guild known as the Reaper Forum. To place a bounty, an individual must simply list a name, provide a description or images and state the reason the target is wanted dead. Then, the bounty issuer can place a deposit of any sum, large or small. Multiple bounties on the same person cash out all at once, allowing poor people to band together and place a large bounty on a single target.



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RULES OVERVIEW



A GAME OF THREE SYSTEMS

Synthicide is a classic pen-and-paper Role Play Game that uses players and a Game Master (GM). It uses Attributes to describe the strengths and weaknesses of a character and is composed of 3 main rule systems: Role Play Actions, Resolve & Cynicism, and Battle Actions.

THE ATTRIBUTES

Synthicide's rule systems rely on the character's Attributes, which describe what he is good at and what he is bad at. During character creation, players assign numbers to all of these Attributes. Here is the complete list:



Awareness (A)

Awareness represents the character's senses and attention to detail. Noticing hidden enemies, finding concealed weapons, or picking up on suspicious body language and speech patterns all rely on the Awareness Attribute. Awareness also helps you act first in a battle.



Combat (C)

This Attribute represents your character's skill at physically harming opponents. This includes brute force strikes as well as finessed attacks. Some non-fighting actions (throwing an object to a friend) use the Combat Attribute as well.



Toughness (T)

This Attribute represents your character's resilience and athletic prowess. You use Toughness to resist damage from physical attacks, as well as perform feats such as jumping and climbing. Toughness is also used when fighting the effects of disease or poison.



Influence (I)

Deception and negotiation fall under Influence. Impersonation and construction of disguises also uses Influence. If your character has access to psychic powers, your Influence Attribute determines how strong they are.



Operation (O)

Operation represents technical expertise. This is used when dealing with computers, piloting craft, repairing equipment, or other knowledge-related tasks. Unless specially trained, characters cannot accomplish more than routine and basic actions with Operation.



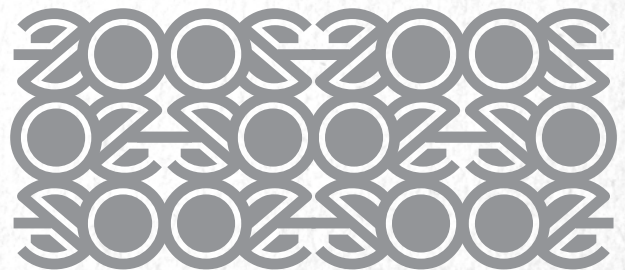
Nerve (N)

Nerve describes the level of willpower your character has. This applies to resisting social pressure, intimidation, or unusual mental stress. When targeted by a psychic attack, your character's Nerve determines how you withstand the effects.



Speed (S)

Speed defines who acts first and also decides how many actions a player can take during a battle. Speed is also used for stealth, concealment of weapons and pick-pocketing. It can be used to represent a character's agility.



ROLE PLAY ACTIONS

When characters try to interact with the game world, they are taking Role Play Actions. Rules aren't always needed; it's acceptable to play fast and loose. But if there are any questions about what a character can or cannot do, use this as a guide to play:

- 1. Describe the action the character takes.** This could be as simple as telling a lie or something as complex as trying to hack an alarm system.
- 2. Choose an effect.** While this list isn't complete, it serves as a good start. The GM makes the final call on which effect is granted.
 - a. Remove an obstacle.** An obstacle is anything that stands between a character and what he wants to accomplish.
 - b. Create an obstacle.** Creating obstacles can slow opponents down or ruin their plans.
 - c. Reveal Information.** Revealing information alerts characters to something important in the game world, such as hidden enemies or secret plans.
 - d. Hide Information.** Hiding information keeps characters safe from prodding eyes or enemy pursuit.
 - e. Alter NPC attitudes.** NPCs may themselves become social or even physical obstacles. Getting them to agree with plans or stand aside can be vital.
- 3. Roll 1d10 and add the relevant Attribute and any other bonuses.** Players suggest which Attribute applies to the situation but the GM makes the final call.
- 4. The GM compares the result to an Action Difficulty (AD) number.** The GM sets this number based upon how risky or difficult the desired action sounds. However, if two characters are acting in direct opposition, both characters should roll and compare results.
- 5. Rolling equal to or above the AD grants the desired effect.** Rolling far above the AD may result in better effects than desired (see Success Levels below). Rolling below the AD results in failure.
- 6. Failure may result in penalties.** The GM decides this based upon the danger of the situation and how poor the roll was.

Suggested Action Difficulties

The chart below lists typical Action Difficulties. The GM may make up numbers between these, but they serve as a general guideline.

Easy	Standard	Difficult	Challenging	Fantastic	Epic	Legendary
3	6	9	12	15	21	27+

Success Levels

After totaling a roll, however much you exceed the Action Difficulty lets the GM know how well you did. At minimum, he will reward you with what you want. If you roll extremely high, he will give you more. Here is a chart to demonstrate typical success levels:

Standard	Excellent	Superb	Masterful	Perfect
+0	+5	+10	+20	+30

For example, if you were telling a lie and roll equal to the Influence AD, the GM grants that the target believes you but is slightly suspicious. If you roll 5 over, the target believes you without questioning. If you roll 10 over, the target believes you so sincerely, he's willing to risk personal harm based upon your lie. All of this is scaled according to the GM and what sort of game your playgroup wants.



RESOLVE & CYNICISM

This system is the bread and butter of character motivation. It represents how connected to the universe your character feels and affects his chance of survival. Here's a quick summary:

Resolve Points are spent to get an automatic 10 on the die, or to allow a dead character to be resuscitated. You acquire more Resolve Points by completing significant tasks or behaving positively toward others. However, you gain Cynicism by behaving negatively or antisocially. Cynicism makes it harder for you to earn Resolve in the future.

Starting Resolve & Cynicism Scores

Every character starts with a Resolve of 2 and a Cynicism of 0. From here on out, Resolve can never be above 5 or below 0. Cynicism can never be above 10 or below 0.

Spending Resolve

You can spend one point of Resolve to gain abilities. Here are your options:

- **Get an automatic 10 instead of rolling the die.** You must choose to do this before making the roll.
- **Automatically hit an enemy.** Even if you normally couldn't hit an enemy on a 10, spending a Resolve point before attacking guarantees that you'll hit them and still roll an automatic 10.
- **Come back from death.** Whenever a doctor attempts to resuscitate a dead character, the dead character must have an unspent Resolve point. This point is consumed upon resuscitation.
- **Reduce Cynicism.** If you have gained Cynicism from negative behavior, you can burn Resolve to make it go down. Each spent Resolve point reduces your Cynicism score by one.

Behavior	Effect
Sacrifice	+1 or +2 Resolve (must roll above your Cynicism score)
Harming innocents for profit	+1 Cynicism
Wanton destruction	+3 Cynicism
Catastrophic evil	+7 Cynicism
Pursue motivation	+1 or +2 Resolve (not affected by cynicism)

Gaining Resolve and Cynicism

At the end of a game session, go around the table to each player. You and the GM should discuss what the significant themes were for your character's behavior. First, decide if your character made any sacrifices or behaved negatively and destructively. Gain Resolve or Cynicism as listed below. Next, check to see if you pursued your motivation. If you did, gain another Resolve Point.

Sacrifice: Whenever you give up wealth or expose yourself to danger for the sake of others, you made a sacrifice. This positive behavior improves your outlook and self-esteem. The GM decides to give you +1 or +2 Resolve based upon how significant the sacrifice was. However, if you have any cynicism, it may prevent you from the esteem boost. Roll 1d10. If you don't roll above your Cynicism score, you do not gain the Resolve points. Here are some examples of sacrificial behavior:

- Fighting a gang to protect locals – not just for money
- Donating medicine to a sick colony
- Standing up to unjust authorities
- Taking the hard path to avoid casualties

Harming innocents for profit: If you hurt an innocent person to improve your own situation, you must feel guilty or are incredibly cynical. Gain +1 Cynicism.

Examples include:

- Contract killing innocent targets
- Randomly robbing unlucky travelers
- Betraying the trust of employers and partners

Wanton destruction: When you engage in sadistic behavior for its own reward, it takes a deep toll on your psyche. Gain +3 Cynicism. Examples are:

- Murdering just for the thrill
- Torturing or mutilating someone
- Creating excessive and unnecessary casualties to pursue a simple goal

Catastrophic Evil: Horrific actions harden anyone's heart. Gain +7 Cynicism. Examples are:

- Destroying an entire settlement just for fun
- "Scorched Earth" tactics to achieve your goals
- Genocidal behavior

Pursue motivation: Every player selects a motivation at character creation. If you and the GM agree that you successfully pursued your motivation, you gain one Resolve. Here is the short list (each motivation is described in Character Creation.)

- Prove your strength
- Spread your wisdom
- Forgiveness is powerful
- Don't get mad, get even
- Make friends and allies
- Know the universe
- Live life for now



BATTLE ACTIONS

Battles take place on a square grid, with each square representing 5 feet. Below is a table of actions that can be attempted during a battle. Note the following:

- **At the start of battle, all participants roll 1d10 + Speed + Awareness.** This is a character's "battle reflex." Turn order starts with the highest roller going first, flowing down to the lowest roller going last. Until the end of battle, participants act in the same turn order.
- **For every turn you have a number of Action Counters (AC) equal to 1/2 your Speed + 3 (rounded down).** This determines how many actions you can take each turn. Your turn ends when you run out of AC or decide you are done.
- **There are limits to how many times you can take certain actions.** For example: you may only Gain Advantage once per turn.
- **After all participants get a turn, the round ends.** A new round starts and everyone takes new turns in the same order. This continues until all enemies are defeated or flee the battle.

Action	AP Cost	Uses Limit?	Description
Move	1	None	Move 4 squares
Attack	1	Once per turn	Make a viable attack against an enemy
Second Attack	2	Once per turn	Make a second attack action in the same round
Third Attack	3	Once per turn	Make a third attack action in the same round
Guard/Counter Attack	See description	Once per round	Reflexively attack an exposed enemy
Use Power	Varies	None	Activate an ability such as a Tactical Power or Psychic Power
Defend	1	Once per turn	Gain +1 bonus to any cover (max +4)
Gain Advantage	2	Once per turn	Get the upper hand in combat
Keep Watch	Varies	Once per turn	Save an action to trigger under specific circumstances
Stealth	1	Once per turn	Hide from enemies
Other	1	Once per turn	Common actions, i.e. switching weapons, opening doors



Move

Characters travel up to 4 squares per movement action. Diagonal movement is allowed. Note the following:

- **Characters may not move through enemies or obstructions.** You may only move through allies.
- **You must end your action on an empty square.**
- **The GM may require rolls when moving on precarious surfaces.** One example would be ice.
- **If you have been "Overpowered," you cannot move.** Removing the status costs 1 AC.

Attack

Attacks use the following flow:

1. **Roll 1d10 a single time.** The same result is used to calculate both your attack roll and your damage.
2. **See if you hit the target.** Calculate the following:
1d10 result + Combat + Attack Bonuses
3. **If you totaled equal-to or above the enemy's Armor Defense, you hit.** If you totaled below, you miss.
4. **If you hit, calculate damage.** Add the following:
Original d10 result + Combat + Damage Bonuses
5. **Your weapon's damage bonus may be negative,** which lowers the damage dealt.
6. **Targets instantly lose Hit Points (HP) equal to any damage taken.**

The following things may also affect attacks:

- **You must be adjacent to your enemy to use striking weapons.** Striking weapons have a range of 1.
- **Ranged weapons can attack at a distance, but may take penalties.** These weapons have a Range Increment, which represents a distance in squares. You may attack enemies within one range increment at no penalty. Each additional range increment needed has a cumulative -1 on your attack roll.
- **Ganging up.** If any allies are adjacent to the target, you receive +1 to attack rolls.
- **Overpowered Status.** If you are overpowered, you take -2 to all rolls. If an enemy is overpowered, you get +1 on all rolls against them.
- **Cover.** If your target is behind cover, it increases his Armor Defenses by an additional +1 to +4. The GM makes the call based upon on how good the cover is.

Second and Third Attacks

It takes effort to compensate for gun recoil or pivot for an extra blade strike. As such, your second attack each turn costs 2 AC and the third attack costs 3 AC. You cannot make more than 3 attack a turn without special abilities.

Guard/Counter Attack

These are free attacks you get for under certain conditions. You must be wielding a Guard or Counter weapon to do one of the following:

- **Guard Attack:** Once per round, make a free attack against an enemy that becomes adjacent to you.
- **Counter Attack:** Once per round, if you get hit by an adjacent attack, make a free attack in retaliation.

Keep Watch

You can save actions for later by doing the following:

1. **Choose an action or series of actions to hold.**
2. **Spend the AC needed to perform the actions this turn.** For example, if you wanted to Keep Watch with two attacks, it costs 3 AC.
3. **Declare a trigger that allows you to take the saved actions.** This can be as simple as "an enemy walks through the door." The GM must agree that the trigger is realistic and specific enough.
4. **End your turn.** Keep Watch always ends your turn.

Defend

Defending yourself raises any cover you have by +1, to a max of +4. If you have no cover, you still gain 1 cover if you took a movement action this turn.

Gain Advantage

This action serves as a catchall for gritty combat and dirty tactics. Gaining Advantage always costs 2 AC, even if the advantage requires no further actions. Do the following:

1. **Choose an enemy.** Unless the GM says otherwise, you can only gain an advantage against one enemy.
2. **Describe your advantage.** This could be higher ground on your enemy, or the element of surprise.
3. **Choose an effect.** Below are your options:
 - a. **Forced Movement:** Move the enemy 1 square, or up to 4 if you take a movement action and move directly with them.
 - b. **Overpower:** The enemy gains the "Overpowered" status. Overpowered characters take -2 on all rolls, and all rolls against them gain +1. They cannot move unless forced.
 - c. **Attack Bonus:** You receive +2 to your next attack against the enemy this round.
 - d. **Adjacent Takedown:** Your turn ends. You and your enemy both gain the Overpowered status. You and your enemy lose your next turns. However, you retain the option to renew this effect next turn with another successful roll.
 - e. **Ranged Takedown:** If you use suppressing fire or another ranged method for a Takedown, standard effects apply, except the victim may take a single 4 square move toward safety each turn, even though considered Overpowered.
4. **The GM may require a roll to gain the advantage.** E.G. Trying to outsmart an enemy would require an Influence vs. Awareness roll.
5. **Failure may carry penalties.** The GM may decide something bad happens if you fail by 5 or more. Here is a guideline for what can go wrong:
 - a. **Forced Movement.** You lose 1 AC as you recover from botched plans.
 - b. **Overpower.** Failure results in you gaining the Overpowered status instead.
 - c. **Attack Bonus.** There is no penalty for failing in this action – lost time is enough.
 - d. **Takedown.** Your turn doesn't end, but you immediately lose 1 AC and become Overpowered.







PREVIEW

ADVENTURE



The following presents a sample adventure to use in your first gaming sessions. It touches on all the important aspects of the game and lays the groundwork for future adventures. You can choose to use it in its entirety, adapt parts of it, or rely on it as inspiration for your own concepts.

Learning the game

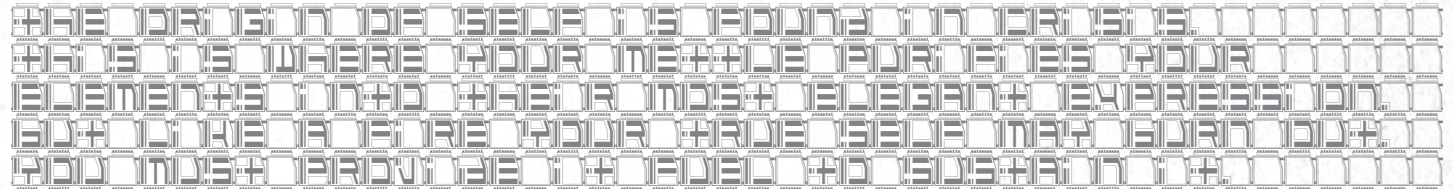
A preview version of Synthicide's setting story and rules starts on page 005.

Creating Characters

Prebuilt characters are found at the back of this book.

A special note about difficulty

This series of missions assumes there is a party of four players with at least one being a Thug. If this is not the case, try removing one or two enemies from each battle to balance the game.



THE LOCATION

The location for this mission is Sunrider City, a large metropolis on the fringe world Corsus. This is one of the last developed planets on the very edge of the Church's influence and although there are still Tech Priests and Enforcers, they have less power here than in other worlds. Sunrider City is the home of Taam's Transport and Mining Company, otherwise known as TTMC. This large corporation controls much of the planet, and at least on Corsus, is a legitimate threat to the authority of the Church. This situation is the result of Sunrider City's very unique past; it was built upon the site of mysterious star fleet crash that occurred many centuries ago. This allowed the inhabitants access to parts, metals, and old technology without direct help of the Church. The largest crashed starship in this mess was the Sunrider, from which the city gets its name.

When approaching Sunrider City, a descending spaceship notices that while the metropolis is massive and complex, it looks completely decrepit, with most of the buildings constructed from salvaged ship hulls. Everything is dark and gray, but random sparks of light and colored paint add to the chaos. The streets at the lowest level of the city are dingy and unpaved, existing only for foot traffic and a few wheeled vehicles. The rest of the traffic consists of aircraft drifting in the upper levels of the city, with a few vehicles dipping low enough to singe the hair of pedestrians with super-heated exhaust. One skyscraper in the middle of the city stands above all others. It is converted from an immense ancient starfreighter's bridge and in large lights across its top it says: "TTMC". This is the official headquarters of Taam's Transport and Mining Company.



IMPORTANT FACTIONS

There are three groups at play in Sunrider City. They are the patrons the players choose from on this mission.

TTMC

This organization is the most powerful non-church entity in Tharnaxist Space. Founded on Corsus by Jarrix Taam only 40 years ago, Taam's Transport and Mining Company has become a ubiquitous shipping service with a side business in raw materials. They'll hire anybody to do anything - but only the dangerous jobs pay well.

Rail Riders

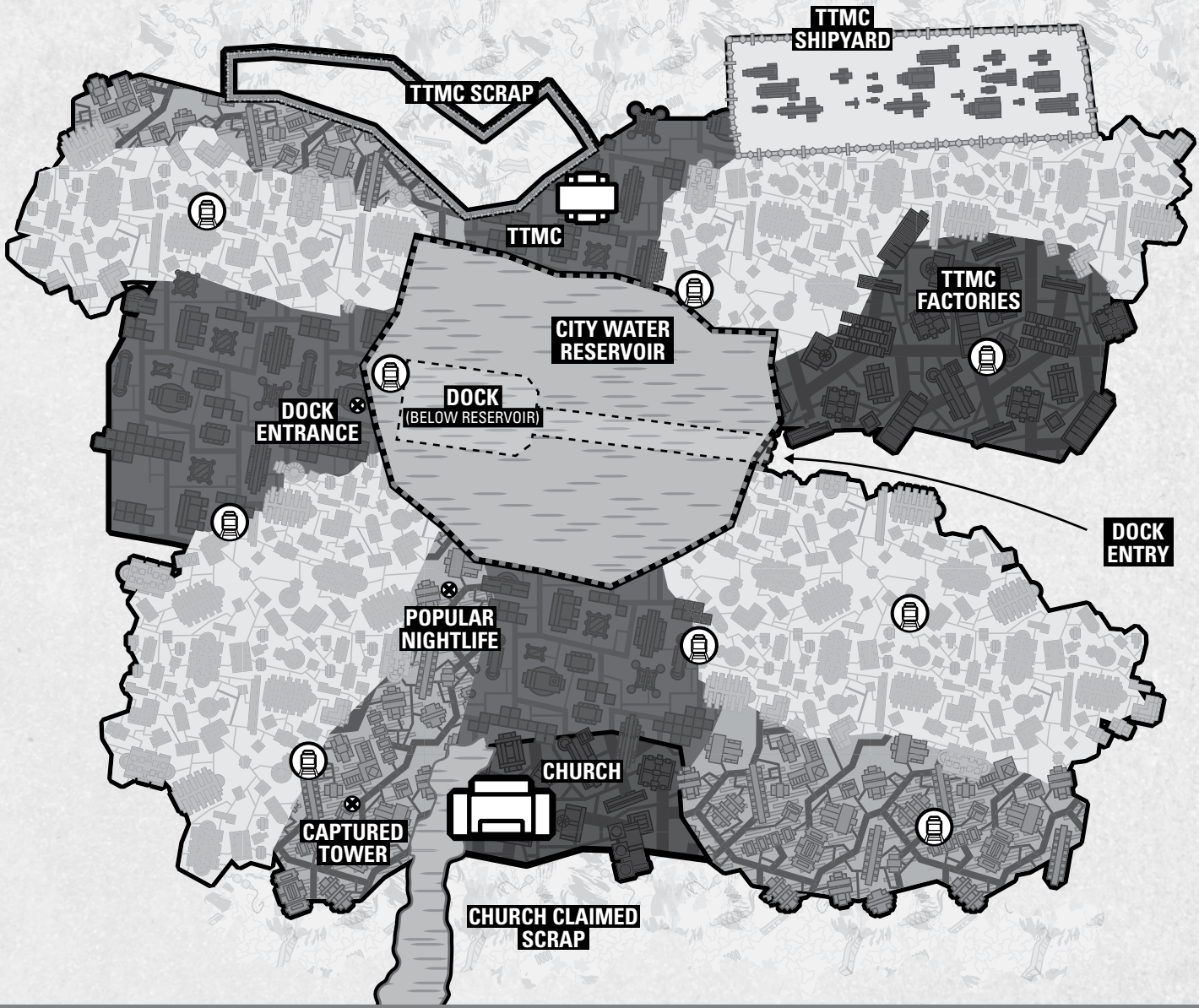
The Rail Riders are a local gang that has staked territory in the autotrams running beneath the city. They extort tolls from tram-users, generally cause violence and chaos, and are working very hard to overthrow TTMC's economic stranglehold. It is rumored that they have mysteriously acquired large amounts of money to pay Sharpers, but the jobs are usually highly dangerous.

The Tharnaxist Church

The Tharnaxist Church is powerful and immense. Priests are the ultimate authority, surrounded by vicious robots and brainwashed neophytes. Priests only hire Sharpers for incredibly despicable missions, or to take care of something the priest wants kept secret from the Church.

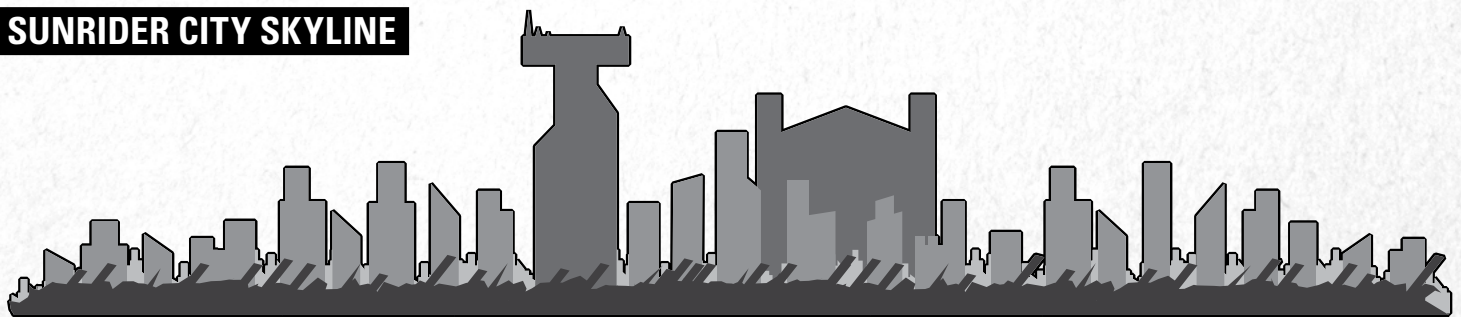


SUNRIDER CITY MAP



						
DECAYING DEVELOPMENT	MANTAINED	TRADING/ COMMERCE	INDUSTRIAL	WATER	RAIL STOPS	POINT OF INTEREST

SUNRIDER CITY SKYLINE



IMPORTANT CHARACTERS

The characters below play a critical role in the story. They are all connected, but don't know it yet.

Grearson

This cagey character is a high-profile member of the Rail Riders that has come into possession of something of great value. He's a small man with some cybernetic implants and a friendly attitude. He is, however, easily offended and turns violent if insulted enough.

Primary Advancement Officer (PAO)

This former street-brawler never reveals his true name, and only uses his TTMC job title. He wants to hire the players to take care of a pesky problem that is far more complex than he realizes. The PAO is a busy man, running the show for most freelance work off the corporate campus. He is concise but maintains an open attitude. According to him, openness is a form of intimidation – he has nothing to fear from anyone, and wants EVERYONE to know it.

Vicar Narul

Narul is a slimy Tharnaxist Priest who wants to trick the players into taking care of his dirty laundry. He is pale, cowed and has an array of cybertools jutting from his hands. He talks in a singsong voice and makes clumsy passes at female characters. With his secret penchant for using robots to assist in violent sadism, accepting his advances is horribly dangerous.

He Who Remembers

This synthetic is the key to the whole story. He acted as a video journal for Vicar Narul, and stores recordings of all the Vicar's nasty secrets. He is currently in the hands of the Rail Riders who are extorting the priest for money. The priest wants to have them killed and the robot destroyed. TTMC doesn't even know this creature exists, yet the robot has proof that Narul committed a heinous act against a member of the Taam family – a thing TTMC could never forgive.

Darry

Darry is a dock orphan who likes to work as an informant for Shapers. She's only 9, but quite independent and fearless. Darry is only relevant to the players in two ways. First, she approaches the players and offers to reveal all the secrets of the dock if given a nice meal (\$15) from Raudry's kitchen. She knows everything, including Marphoose's accidental boon. Second, she might accidentally witness the players commit a treasonous crime, forcing them to make a difficult choice about whether to keep her alive.

OTHER CHARACTERS

At the GM's discretion, these individuals can be used to spin the story or provide small diversions for the players.

Dockmaster Verosa

Verosa is a strong, intimidating woman who only wants her money. If you try to stiff her, she'll bring the whole dock down on your head. She does, however, answer just about any question she knows the answer to. She complains and grumbles about the annoyance, but she answers just the same. She knows the names of the important people in town and where work can be found. She also has a stockpile of \$500 in her quarters, but going after that is quite risky.

Hellena

Hellena is an elderly woman who falls asleep at her register at the supply store in the dock. Stealing from her is dangerous, however. Motion tracking cameras spot thieves that can't beat a Speed AD 9, and Hellena won't think twice about calling dock security in.

Marphoose

This dangerous mutant runs an outcast collective in an abandoned section of the dock. He and his compatriots fear all outsiders and quickly attack any armed individuals that approach. Unbeknownst to Marphoose, the collective sits on the corpse of a former dock technician who has a memory stick with all the dock's door codes. Getting caught using these codes for illicit means causes them to be quickly changed.

Captain and Lieutenant Corello

Stax Corello and his daughter Tessa head up the dock security. They are grating under Verosa's low pay and high demands of round-the-clock patrols, but they take their job seriously. If caught alone, however, Tessa might be interested in getting back at Verosa. She might assist the players in gaining access to Verosa's quarters for a little vandalism, but does not know of the treasures inside.

Raudry

This heavy-set man is in charge of the dock's only restaurant. He's been secretly embezzling rations from Verosa's shipments, and sells them for half price to travelers that know the password "hot vittles". If anyone turns him in, his summary execution is followed with a reward of \$100.

THE BEGINNING

Once the players situate themselves and land in a subterranean space dock, they need to find work. Being level 1 characters, they are broke and friendless on this world. Point out these facts to the players and they will most likely agree that it's time to get some cash and connections.

The Dock

When the players depart from their ship, they discover that the dock is dirty, poorly lit, and filled with hundreds of humans and cyborgs bustling about. Two over-sized Enforcer robots are surveying the crowd, while a pale-skinned priest sitting on a dais is at work behind them.

The Hook

There's a "scrawl wall" on the far side of the dock where locals write down potential jobs and contact information. It is not far from the players' approved docking location. This scrawl wall happens to be on the glass of a large monitor that has long since died.

Most of the jobs listed are menial – temporary labor for loading freighters, adds for truck drivers, and so on, but none of it pays well. One job listing is etched into the glass with lasers, making it more permanent than the smeary ink surrounding it. It reads "TTMC: Sharpers and Wanderers welcome." If the players investigate this lead, proceed to the section of this mission titled Taam's Test.

Beneath this posting is a more cryptic message scrawled in bright blue ink and barely legible letters. It reads, "Screw these proddy bastards. We own the rails, now help us own the streets." Under the words is an obscure symbol that quick questioning or research reveals as belonging to the "Rail Riders," a gang that has recently risen to prominence. If players investigate this lead, proceed to the section of this mission titled Tracks to Trouble.

On the wall adjacent to the scrawl wall is a message written in immense letters that go from ceiling to floor. It reads: "Support the Church, support the future. Honor God, honor yourself. Visit your local Vicar to find your calling." No one has dared to obscure this wall with other ads. A quick investigation reveals that the local vicar is the Tech priest that observes this dock. If the players follow this lead, proceed to the section of this mission titled Tharnaxist Trial.

The Choices and Consequences

If the players side with TTMC, they might be relatively safe for now, but will earn the ire of the Church and Rail Riders. If they go with the dirty gang, there is no telling how dangerous the mission will be, plus there are threats involved with opposing TTMC. If the players side with the Church to benefit from their interplanetary influence, the players will be exposing themselves to manipulation and oppression at the hands of a Tech priest.

MARPHOOSE (Outcast mutant leader)	LEVEL 2
NPC ROLE POWER	Psychic blast. +2 ATT +2 DMG, range 4 squares, vs Nerve Defense.
POWER	TOXIC SPIT. Uses: Attack action. Range: 6 squares. Effect: Make an attack at +3ATT +3DMG, targeting Toughness Defense instead of Armor Defense.

MASTERED ATTACK	Shiv, counter weapon
BONUSES	+1 ATT +2 DMG
OTHER ATTKS	+0 ATT +0 DMG
VALUABLES	Shiv (knife), Thick Clothing, \$7

A	C	T	I	O	N	S
2	0	-1	2	2	1	1

T DEF	A DEF	N DEF	AP	B. REFLEX	HP
4	6	6	3	3	24

OUTCAST THUGS (three escorting Marphoose)	LEVEL 1
---	---------

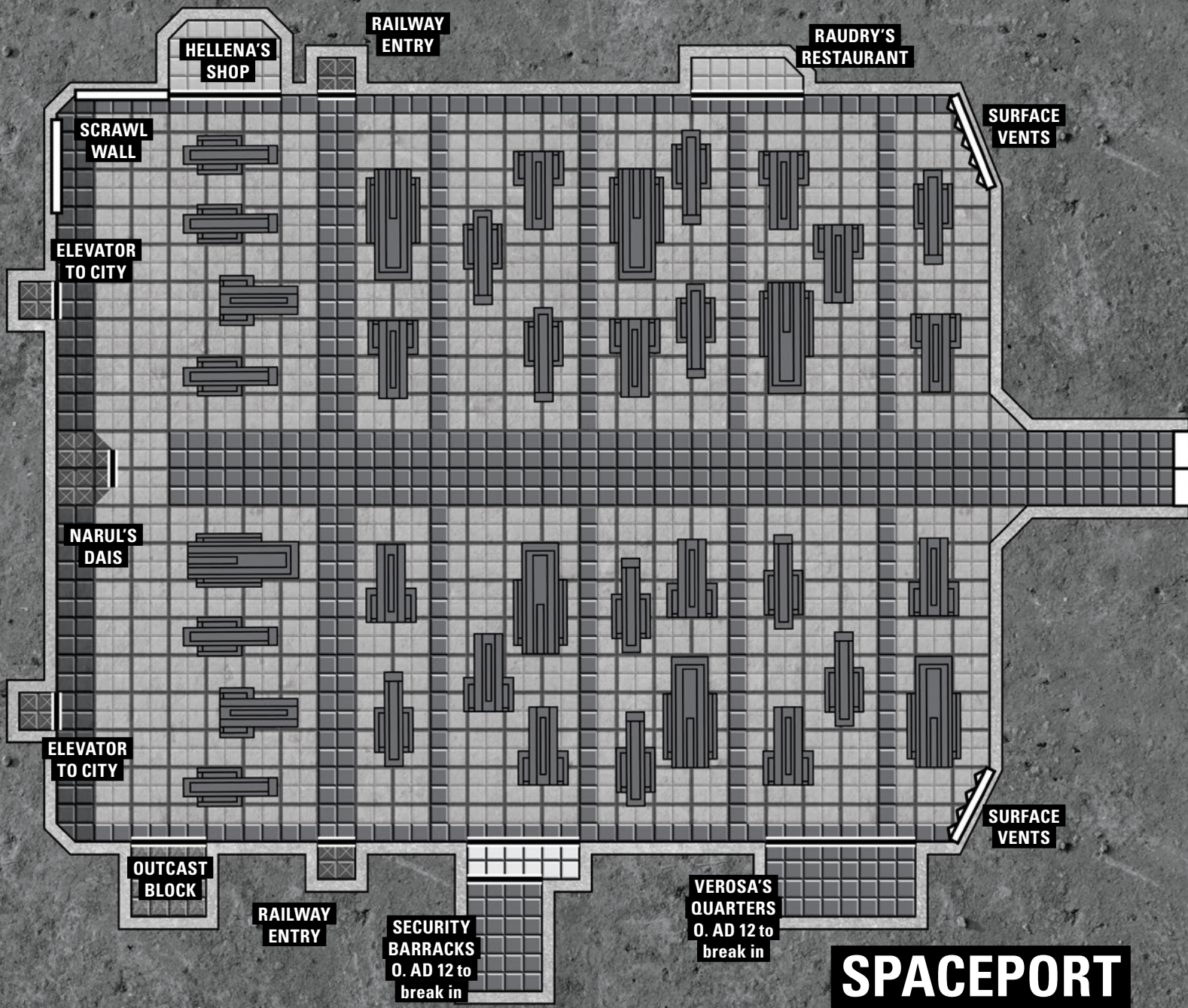
MASTERED ATTACK	Old metal pipes, guard weapon
BONUSES	+2 ATT +1 DMG
OTHER ATTKS	+1 ATT +1 DMG

A	C	T	I	O	N	S
1	1	1	0	0	1	1
T DEF	A DEF	N DEF	AP	B. REFLEX	HP	
6	8	6	3	2	35	

SECURITY (respond to crises in groups of three)	LEVEL 1
---	---------

MASTERED ATTACK	Fossil Shotguns, range inc. 2
BONUSES	+3 ATT +1 DMG
OTHER ATTKS	+1 ATT +1 DMG

A	C	T	I	O	N	S
1	1	1	0	0	1	2
T DEF	A DEF	N DEF	AP	B. REFLEX	HP	
6	8	6	4	3	35	



SPACEPORT DETAILS

These details are useful for players that want to explore the dock.

Hellena's shop inventory

Medi-bot services (\$15/lvl of character, regain half HP)
 Travel rations (\$5 per day, or \$30 for a week's worth);
 Illuminix (\$5 per dose, or \$25 for seven);
 Battle Armor (\$110, +4 Armor Defense, 2 Max Speed);
 Combat Vest (\$70, +3 Armor Defense, 3 Max Speed);
 Modern S. Pistol (\$140, +2 ATT +2 DMG, fast, Range 4);
 Retrofit Shotgun (\$130, +3 ATT +0 DMG, slow, Range 2);
 Rip Sword (\$140, +1 ATT +5 DMG, slow, 2-handed);

Raudry's Restaurant

Basic meal (\$5 gruel); Nice meal (\$15 vegetables);
 Extravagant meal (\$55 vegetables and 3 oz. of meat);
 Stolen rations (\$15 for a week's worth)

Outcast Block

This abandoned section of the spaceport is full of mutant squatters, refuse, and shanties made of crates.

Coming and going from the spaceport

A parked ship gets a secure boot attached to prevent take-off. Only ships that have paid the \$5 per-day fee can leave.

In both Verosa's quarters and the security office are terminals that can release a parking boot on a ship. It's Operation AD 9 to hack the security office terminal, and Operation AD 12 to hack Verosa's private terminal.

The front gates of the runway remain closed unless a ship is cleared for takeoff. Crashing through the gates halves a ship's HP. The gates can be forced open only via Verosa's private terminal, requiring a roll beating Operation AD 15 to force the gates open.

TAAM'S TEST

As soon as the players hit the streets heading for TTMC headquarters, they will discover that the unique soil of this planet is in a constantly muddy and oily state; as if everything beneath them is fresh clay. As a result, all pedestrians and vehicles seem to be plastered with the stuff and it won't be long until the players are filthy too.

The path along the reservoir toward TTMC is a depressing one. The denizens along the way have a gross and greasy appearance to fit the dirt they trod on; they are mostly young people, but are physically aged beyond their years and probably won't see many more. They appear to be the chaff pressed out of the trading areas just west of the dock.

As they near the headquarters, the players notice that pedestrian traffic is dying down, while air and vehicle traffic is increasing. It enhances the busy atmosphere if one player is forced to make a Speed Roll against Action Difficulty 6 to avoid being clipped by a ground car. Deal him little or no damage on a failed roll, but comment on how the driver seems rather annoyed that anybody was walking around there at all, yelling profanities as he speeds away.

The face of TTMC HQ is large and composed of many frosted glass doors set into the hull of what used to be a starship bridge. One set of doors in the very middle of the tower are transparent and have the sign "Deliveries and Applicants" pasted above it.

Inside these doors is a large, seemingly unguarded lobby. There are, however, two trap doors that release powerful turrets should the need arise. At the back of the lobby are two locked doors and a sealed elevator. Only the door to the player's immediate left is open, and it is labeled "Corporate Advancement." Just past this door is a small waiting room, but no one is in line ahead of the players. They can simply walk in to the office itself.

The man in the Corporate Advancement office is rather tall, but thin. He has a hard nose, a bald head and blue eyes. He greets each player with a handshake, revealing the studs and enhancements in his hands, usually reserved for cyborg street brawlers. He has a wicked grin and it's obvious that his face has been reconstructed many times. He never gives his name, but just introduces himself as the Primary Advancement Officer. All signs should indicate that this man is part of TTMC's extortion team.

He greets the players and asks to inspect their weaponry, if they're carrying any, taking refusals in stride.

His request serves no security purpose. He only wants to know how well armed the players are. Either way, he offers the players a job dealing with some "urban pests." He admits the job is small, but he explains to the players that they are Sharpers unknown to his organization. While equipped and capable, they need to do a small errand before they can get their hands on more important work.

The job consists of a small villa on the more developed south side of town. It seems that the Rail Riders, which he describes as a small-time operation that is run by chumps, broke into a villa and killed a young and rich off-worlder. The man had built the house as a place to stay in while negotiating business and TTMC doesn't take kindly to having clients killed. What makes matters worse is that the Rail Riders have decided to stay in the villa, using it as a surface hideout. TTMC cannot allow those "roaches" any territory on the surface, so they must be driven out.

The Risks

The primary danger of this mission is fighting the Rail Riders. If word gets out that the players destroyed this hideout, they are on the Rail Riders' hit list for a long time to come. They might become targets within a matter of hours if the information spreads quickly. No matter the exact consequences, finishing the Terrible Tower counts as completing a Moderate Risk mission.

The Reward

The reward for this simple mission is quite small. TTMC offers the players each \$20, and recognizes the players' ownership of any goods and materials found within the villa.

With such a risky mission, receiving little direct payment may seem like being ripped off. However, TTMC is a strong organization, and trying to negotiate higher pay this early results in hurting relations with a powerful partner. The true payment of this mission is the trust TTMC offers upon successful completion.

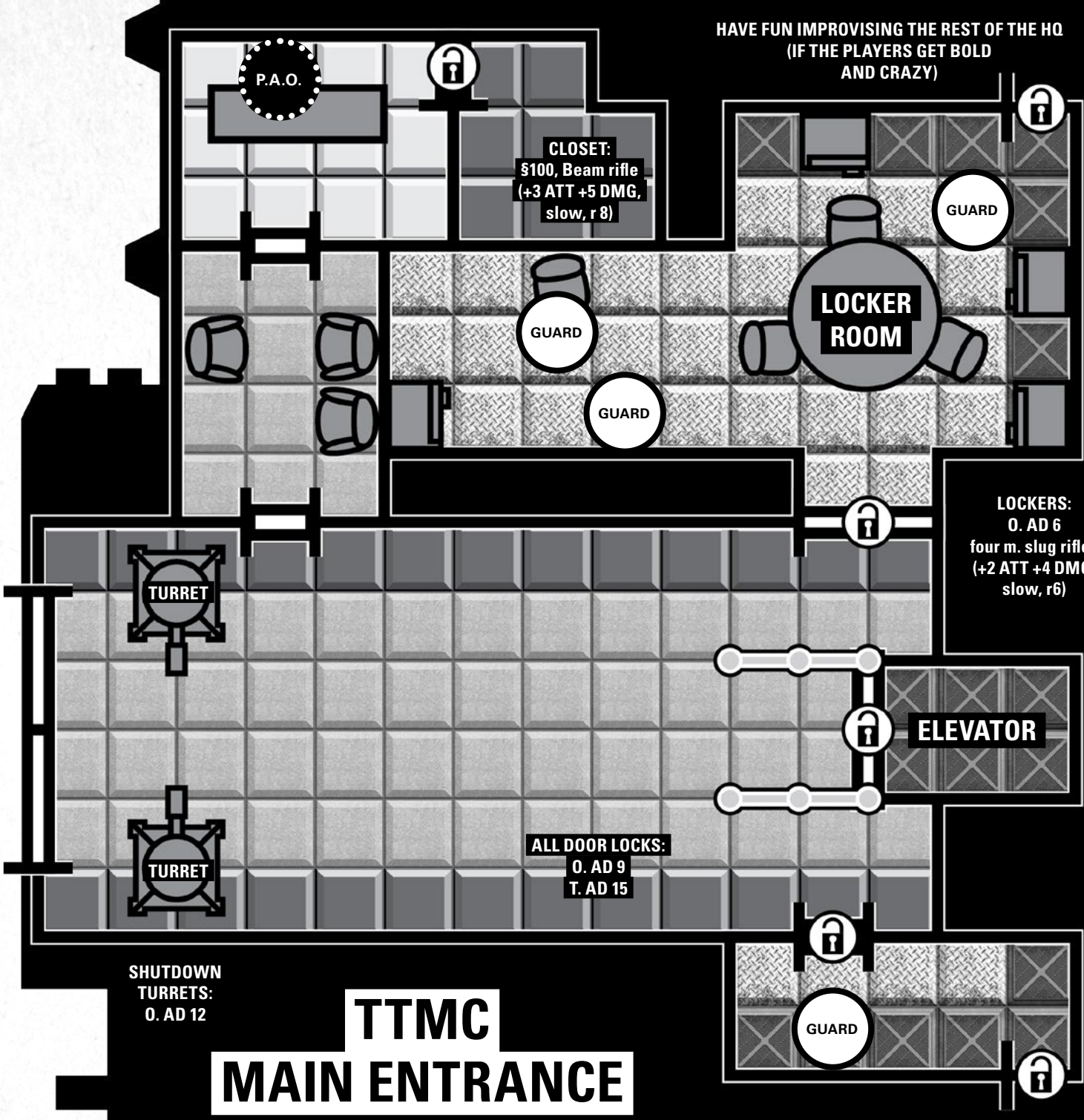
There is, however, a secret reward that the players won't know about. Inside the villa is a very special piece of information, unknown even to TTMC, that gives them immense bargaining power.

Primary Advancement Officer		LEVEL 2
NPC ROLE POWER	Killers add half their level(rounded up) to their mastered attack's ATT and DMG.	
POWER	OBSERVANT. Effect: When using Awareness, all d10 rolls less than 4 are considered to be 4.	

MASTERED ATTACK	Retrofit pistol, guard, range inc. 3
BONUSES	+2 ATT +3 DMG
OTHER ATTKS	+2 ATT +2 DMG
VALUABLES	Retrofit pistol, combat vest, \$94

A	C	T	I	O	N	S	T DEF	A DEF	N DEF	AP	B. REFLEX	HP
1	2	2	0	0	1	1	7	9	6	3	2	42

HAVE FUN IMPROVISING THE REST OF THE HQ
(IF THE PLAYERS GET BOLD
AND CRAZY)



SHUTDOWN
TURRETS:
O. AD 12

TTMC MAIN ENTRANCE

ALL DOOR LOCKS:
O. AD 9
T. AD 15

LOCKERS:
O. AD 6
four m. slug rifles
(+2 ATT +4 DMG,
slow, r6)

Stationary turrets (respond to violent crises) **LEVEL 2**

Security Guards (4 in vicinity) **LEVEL 1**

MASTERED ATTACK Rifle, range inc. 5
BONUSES +3 ATT +5 DMG **OTHER ATTKS** +3 ATT +3 DMG

MASTERED ATTACK Fossil Pistol, guard wpn, range inc. 3
BONUSES +1 ATT +2 DMG **OTHER ATTKS** +1 ATT +1 DMG

A	C	T	I	O	N	S
1	3	2	0	0	4	1
T DEF	A DEF	N DEF	AP	B. REFLEX		HP
7	9	8	3	2	42	

A	C	T	I	O	N	S
1	1	2	0	0	1	1
T DEF	A DEF	N DEF	AP	B. REFLEX		HP
7	9	6	3	2	35	

TRACKS TO TROUBLE

If the players investigate work with the Rail Riders, they don't need to go to the surface. The autotrams are connected directly to the space dock and close to their ship. Once the players enter the tram tunnels, they notice everything here is much older, yet better crafted. It's possible that this tram system existed before the crash of the starships, hinting that another metropolis existed before Sunrider City.

When the players make it down to the tracks, they see there are no lookouts, thugs, or even gang markings on the walls. All they see is a broken train platform, requiring them to climb down into the trench to reach the tracks.

When the first tram arrives, however, the Rail Riders' presence is made known. The tram is covered in graffiti and heavily modified with armor. There are seven rough-looking thugs inside. The smallest man on the tram is a cyborg with oversized, fully robotic hands. When the doors open, he immediately stands up and motions his compatriots to do likewise. They are all wearing black, ripped clothing and on their skin are bright blue tattoos that shine with iridescent ink. He yells at his resident hacker to force-stop the tram so he can talk to their "guests." He gives the players a curt nod, introduces himself as Gearson, and then asks what he and his "associates" can do for them. In general, Gearson tries to use official sounding business terms, but if pushed or made angry, he descends into crude slang and bad grammar. His "associates" have no similar attempts at high class. Gearson himself is not actually the boss of the Rail Riders, but he is still an important member and is a main communicator for gang.

The job he offers is very important to the Rail Riders. Gearson explains that they have some sensitive communications they need brought to a "competing organization." This information is important enough that they can't send it electronically and it's rather difficult for Rail Riders to safely walk surface-side to deliver it themselves. If the players pull off this mission, he promises he will elevate them to "preferred contractor status."

After everything is hammered out, Gearson hands over a black envelope with the Rail Riders' symbol painted again in bright blue ink. He instructs the players to not open the envelope, but makes no threats or explanations why. They are to deliver the note to TTMC as quickly as possible, dropping it off at the Corporate Advancement office.

The Risks

This mission sounds too simple to be dangerous. It is, in fact, the riskiest job the players can take. When the players are in transit to deliver the letter, mercenaries under the pay of the Tharnaxist Church will assault them. These mercenaries include a rogue synthetic who has a long history of snuffing out organics. This encounter is described in the Tiresome Trek. Because the battle includes a synthetic boss and four mercenaries all at once, surviving the encounter counts as completing a High Risk mission.

The Reward

Payment is fairly high, at \$60 a-piece to be collected after delivery. After successfully completing this mission, The Primary Advancement Officer from TTMC offers the players a more important job detailed in the section titled Tharnaxist Termination.

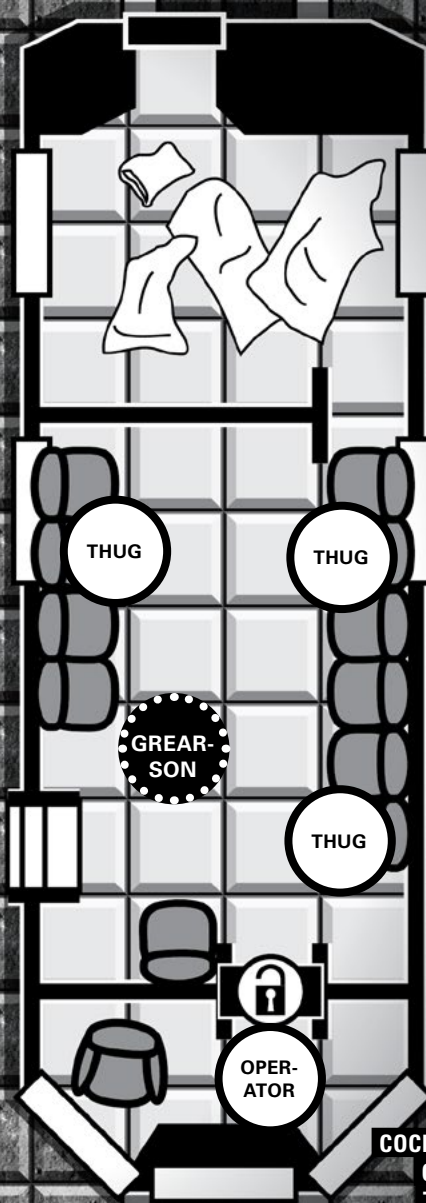


Gearson		LEVEL 1
NPC ROLE POWER	+1 ATT +1 DMG vs. overpowered or unaware enemies	MASTERED ATTACK Knife, counter weapon
POWER	RAPID ASSAULT. Uses: Once per turn. Counts as one an attack action. Effect: Attack twice with knife.	BONUSES +0 ATT +1 DMG OTHER ATTKS +0 ATT +0 DMG
		VALUABLES Knife, Thick Clothing, \$18

A	C	T	I	O	N	S	T DEF	A DEF	N DEF	AP	B. REFLEX	HP
3	0	1	1	0	0	2	5	7	5	4	5	25



RAIL STATION



COCKPIT LOCK:
O. AD 6
T. AD 6

Train operator

LEVEL 1

MASTERED ATTACK Spiked clubs, guard weapon

BONUSES +1 ATT +1 DMG

OTHER ATTKS +2 ATT +2 DMG

A	C	T	I	O	N	S
4	0	0	0	3	1	1
T DEF	A DEF	N DEF	AP	B. REFLEX	HP	
5	6	5	3	5	30	

Rail Rider thugs (3 on train)

LEVEL 1

MASTERED ATTACK Spiked clubs, guard weapon

BONUSES +3 ATT +3 DMG

OTHER ATTKS +2 ATT +2 DMG

A	C	T	I	O	N	S
1	2	1	0	0	1	1
T DEF	A DEF	N DEF	AP	B. REFLEX	HP	
6	8	6	3	2	35	

THARNAXIST TRIALS

If the players stay in the docks and decide to approach the priest for work, a large Enforcer intercepts them. His synthetic body is onyx-colored, and is constructed with oversized metal plates. On each plate's edge are rows of small spikes, and across every flat surface are ornately etched verses from Tharnaxist teachings. Adding to his frightening presence, a brown rusting is seen around the Enforcer's body, suggesting numerous unwashed bloodstains.

He will say nothing, but will eye them down and then escort them to the Vicar. Narul has almost a bluish tint to his flesh. His lips are withered and much of his body seems completely dehydrated. His eyes are replaced with artificial lenses, and his hands end in sinuous digits with metal studs sticking out of the joints. He seems to be working at an invisible console, manipulating his gaunt fingers on keys that exist only for him. Once the players approach him, he greets them by saying: "Ranix has granted you safe passage to my parish, and it is only right that you see me to offer your thanks." He assesses each character with a digital click sound as he looks at each of their faces. Narul recites their current aliases and their worlds of origin. Without giving them time to speak or react, he brings attention to the fact that such a rough group of drifters must be looking for some specialized work.

The job Narul offers revolves around a synthetic that goes by the alias of: He who Remembers. According to Narul, the robot is leading an intellectual campaign against the Tharnaxist Church by promoting an alternate history and denying the existence of Ranix. The robot is

currently under the protection of the Rail Riders at a secret location south of the dock. The players must gain access to the robot and put an end to his blasphemy. The vicar then gives the players a document that grants them immunity for this particular act of Grand Synthicide. An Operation check of 12, however, reveals that the document is a fake, but the players might not bother making a check to confirm its legitimacy.

The Risks

The risks involved in this mission are unknown to the players. The priest is lying to them in every way he can and has secret motives that are revealed in the section called Terrible Tower. In addition, Narul will use any act of synthicide as grounds to execute the whole party, tying up loose ends. But before facing the Priest again, successfully defeating the Rail Riders and securing the robot counts as completing a Moderate Risk mission.

The Reward

The reward for this mission is larger than one might expect. In addition to keeping whatever they find when they attempt to assassinate the robot, they are promised \$100 each as soon as they hand off his memory core to Narul. They players won't actually be receiving this payment, however.

Vicar Narul	BOSS? Y	LEVEL 1
NPC ROLE POWER When using Influence or Awareness in social situations, roll twice. Use the higher die roll.		
POWER GUARDED THOUGHTS. Effect: Even through the use of Psychic Powers or Awareness, players can only detect if this character is lying. His true motives can never be inferred.	BOSS POWER NO NEGOTIATING. Effect: This character is immune to any attempts to negotiate payment or deals. He only agrees to what he wants.	

A	C	T	I	O	N	S
3	1	1	2	1	1	2
T DEF	A DEF	N DEF	AP	B. REFLEX		HP
7	8	7	4	5		50

MASTERED ATTACK Cyber claws, counter weapon

BONUSES +2 ATT +1 DMG **OTHER ATTKS** +1 ATT +1 DMG

VALUABLES/EQUIPMENT
Priests carry no usable equipment or wealth.



Enforcers (2 in escort of Narul)	LEVEL 1
NPC ROLE POWER Killers add half their level(rounded up) to their mastered attack's ATT and DMG.	
POWER BRUTAL SWIPE. Range: Melee only Effect: Any time this character makes a melee attack, you may choose to make the attack "brutal." Subtract up to 2 from ATT and add double that to DMG.	

MASTERED ATTACK Crushing grip

BONUSES +1 ATT +4 DMG **OTHER ATTKS** +1 ATT +1 DMG

VALUABLES \$100 lurans in salvageable synthetic components (takes basic tools and 10 minutes to strip)

A	C	T	I	O	N	S	T DEF	A DEF	N DEF	AP	B. REFLEX	HP
1	1	1	0	0	1	1	7	9	7	3	2	45

TERRIBLE TOWER (MODERATE RISK, 2 TP)

Whether working for the Church or TTMC, the location of the job is the same. As the players approach the villa, everything starts to look nicer. The average age of the residents rise with some healthy looking humans approaching their 40s or 50s – a rare example of longevity. Their clothing seems to be recently bought, but the feet and lower legs of the pedestrians are still stained with the clinging dirt that covers the planet.

When the players arrive, they find that villa is a tall, cylindrical tower. It has a smooth finish and is completely featureless, except for a ring of glass windows near the very top and two doors at the base. Beside each door is a tough looking cyborg guard, with two extra guards walking around the premises. If the players are working for TTMC, they need to find a way to kill all the guards; if they are working for the Church, their only interest is recovering the robot inside. Remember that unless they learned about the synthetic from Vicar Narul, the players have no knowledge of his existence.

It is up to the players to decide what to do. At night, this part of the city clears out, so there are fewer witnesses if they engage in a battle. Perhaps well-forged documents or a clever lie gains entry without conflict. The solution is purposely open-ended to give the players a chance to be inventive.

Once inside, the players discover that the building is a simple vertical shaft with only one level at the very top, comprised of expensive looking furniture visible through the glass floor. There is a small elevator that is only big enough for 2 people on the east side of the tower. When looking up through the glass floor, He Who Remembers is not apparent.

Unknown to the players, a back-up assassin is on the top level, standing perfectly still on the bed. He has explicit orders to attack anyone whose face he does not recognize. As a result, he immediately assaults whoever comes through the elevator without an escort. He is tall, covered in black form-fitting clothing, with one large, infected eye and a shrunken socket for the other.

It is important to remember that if the players chose to slip past the guards, they will storm in as soon as they hear a fight going on. Intelligent players might take precautions for this, finding ways to bar the doors and buy themselves some time.

In any event, dealing with the guards causes He Who Remembers to come out of the large wooden wardrobe. He is rail thin with a solid cast body. He maneuvers on six spindly legs that erupt from his lower half each time he chooses to walk, only to hide inside him again. He is peaceful with the players. He requests safe passage out

of the villa, claiming he was held hostage. He is evasive about what he is doing here, or what he knows. He does, however, admit to the name: He Who Remembers.

If the players decide to interrogate him, they can discover he is not spouting anti-church doctrine. The truth is that he witnessed a priest rape and kill Taam's daughter and was being held in order to blackmail the priest – the source of the Rail Riders' recent rise to wealth and power.

While they were unable to extract video evidence from him, the Rail Riders hacked enough to force He Who Remembers to project the video on command. If the players watch the video, the priest in question is identified as Vicar Narul. While no legal action could ever be taken against Narul, Taam and his company are incredibly powerful would want to exact vengeance.

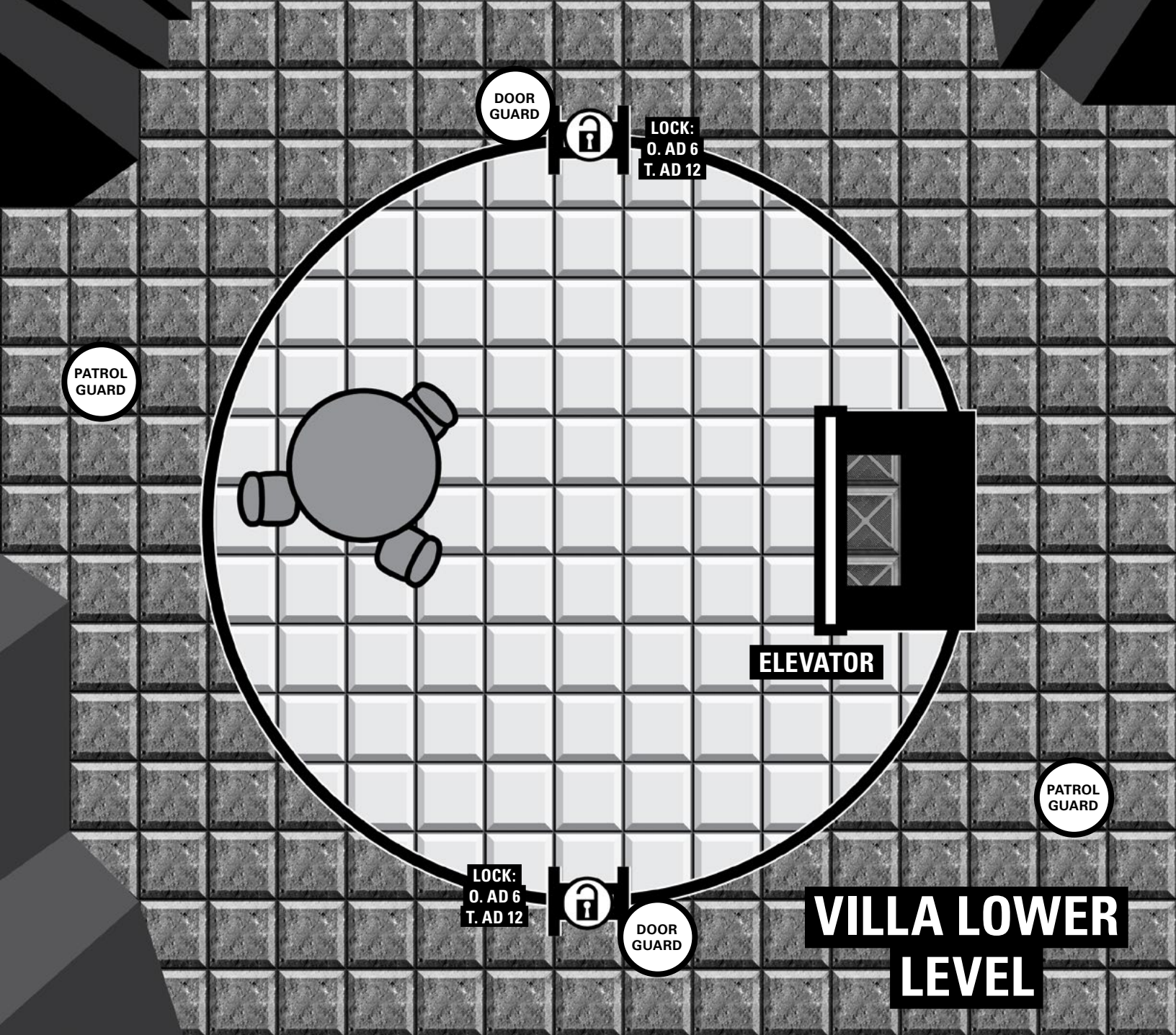
So what now?

The players can choose to go ahead and kill the robot to collect on their payment from Narul, or they can pursue a change in plan. Perhaps they want to earn favor with the TTMC by turning the robot over, or maybe they want to try and patch things up with the Rail Riders by revealing that Vicar Narul sent them under false pretenses. Either way, they have a powerful piece for negotiation.

If they make contact with Vicar Narul again and have not yet killed the synthetic, they have a strange negotiation on their hands. Narul will promise just about anything within reason, but he only wants the players to return with the robot so he can eliminate them. They must make Awareness rolls above Narul's Influence rolls to know if anything is afoot. Returning to Narul in any capacity is covered under Treacherous Turnabout.

If the players approach TTMC to negotiate, they are treated well, but it is challenging to get much money from them. The most that TTMC will pay out is \$50 a player, but they follow up by offering a mission detailed in Tharnaxist Termination.

If the players try to negotiate with the Rail Riders, things are very difficult. At minimum, the players stole from the Rail Riders and at worst, they killed some gang members. This requires high checks to regain the Rail Riders' trust (an Influence check against AD 10 or higher,) but results in the players being given the job described under Tiresome Trek.



Rail Rider Door Guards (2) (\$20 on each)	LEVEL 1
---	----------------

MASTERED ATTACK Rusty swords, guard weapon

BONUSES +2 ATT +2 DMG **OTHER ATTKS** +1 ATT +1 DMG

A	C	T	I	O	N	S
1	1	2	0	0	1	1
T DEF	A DEF	N DEF	AP	B. REFLEX		HP
7	9	6	3	2	35	

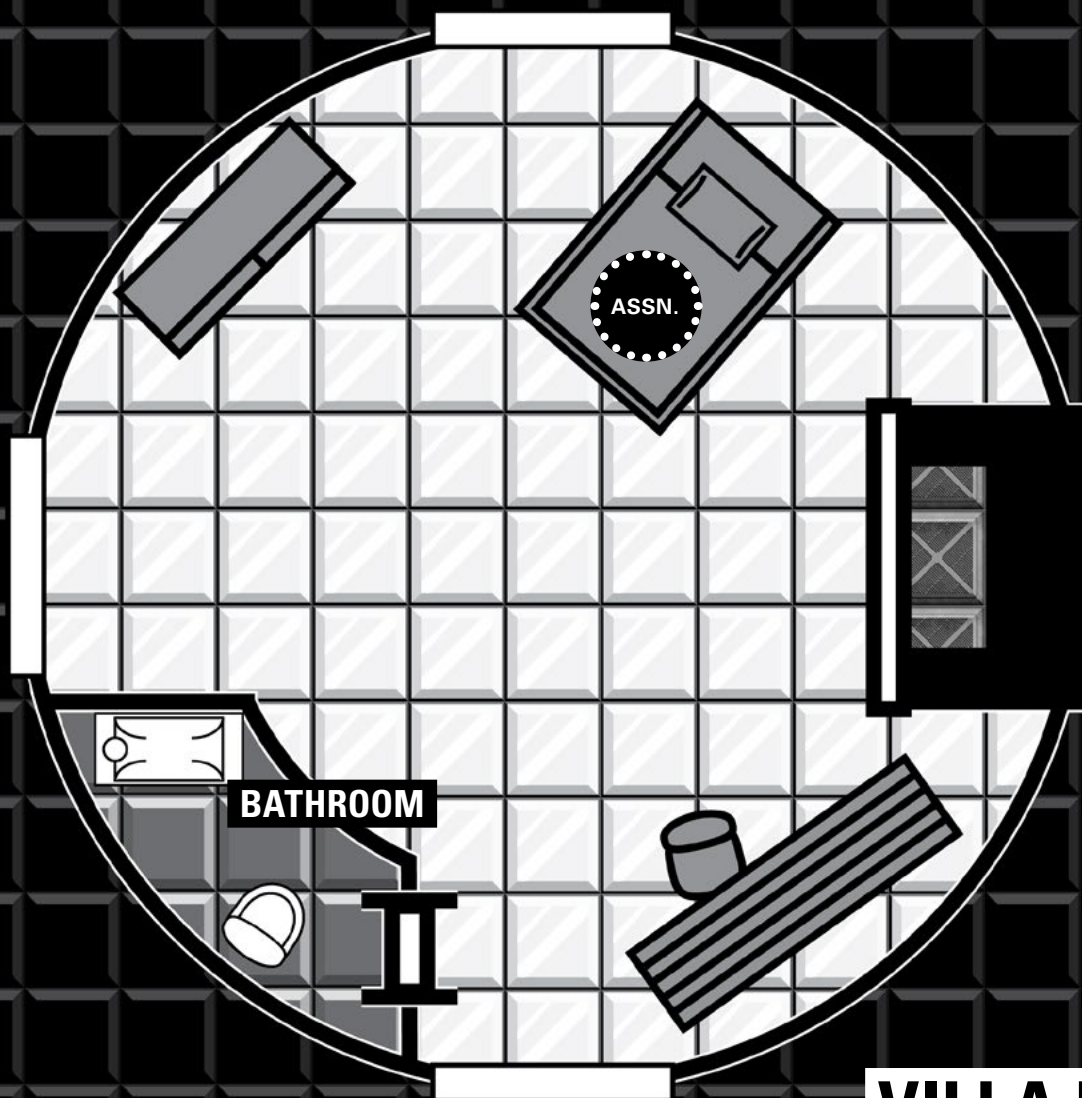
Rail Rider Patrolling Guards (2) (\$20 on each)	LEVEL 1
---	----------------

MASTERED ATTACK Fossil pistols, guard, range inc. 3

BONUSES +1 ATT +2 DMG **OTHER ATTKS** +1 ATT +1 DMG

A	C	T	I	O	N	S
2	1	1	0	0	1	1
T DEF	A DEF	N DEF	AP	B. REFLEX		HP
6	8	6	3	3	35	





VILLA UPPER LEVEL

Nameless Assassin	BOSS? Y	LEVEL 1
NPC ROLE POWER Killers add half their level (rounded up) to their mastered attack's ATT and DMG.		
POWER	IMMUNITY. Effect: This character has a hardened mind. He takes half damage from Psychic Attacks.	BOSS POWER FRIGHTENING Effect: Any Influence, Nerve, or Awareness rolls against this character suffer -2 to the roll.

A	C	T	I	O	N	S
1	1	1	0	0	1	1
T DEF	A DEF	N DEF	AP	B. REFLEX		HP
7	9	7	3	2		70

MASTERED ATTACK Fossil Shotgun, range inc. 2
BONUSES +3 ATT +1 DMG OTHER ATTKS +1 ATT +1 DMG
VALUABLES/EQUIPMENT \$12, reinforced clothing

TIRESOME TREK (HIGH RISK, 3 TP)

Once the players get the envelope from Grearson, it's time to make their way to TTMC. The Rail Riders give them a ride via their hacked autotram, dropping them off close to their destination. When the players walk to the surface they are about 3 blocks from TTMC HQ, which is visible over the abandoned metal structures that line the shantytown they are now in.

Unknown to the players, the Rail Riders have been under strict observation by Vicar Narul and he is planning to intercept any attempts at communication. Narul has hired a team of mercenaries who attack the players within moments of exiting the autotram station.

Start the battle off with the players making Awareness checks against an Action Difficulty of 9. If none of the players succeed in noticing the mercenaries, the mercenaries each get one turn to attack the players before the actual battle starts and turn order is determined.

In fighting these mercenaries, the players face a difficult choice: one of the attackers is a synthetic, and destroying him is highly illegal. They can choose to leave the synthetic incapacitated at 0 HP, but this will only ensure that he will return to attack them sometime in the future, perhaps after the players have left Corsus and forgotten about him. On the other hand, if they kill him now, a Tharnaxist drone following them witnesses the act. If given the chance, Vicar Narul's Enforcers attack them as described in Treacherous Turnabout under the official purpose of "apprehending and punishing the perpetrators of Grand Synthicide."

Once defeated, looting the attackers' bodies reveals official Tharnaxist warrant forms signed by Narul with the strict orders to intercept the delivery of any letters, packages, or possible verbal messages between the Rail Riders and TTMC.

So what now?

The players have the choice to open the letter Grearson gave them. Now that the Church is involved, they will most likely be curious to see what is in the letter. This makes things more difficult because they have to find a way to re-forged the letter's seal, requiring a forgery check beating Operation AD 12. Delivering the letter to TTMC unsealed means both they and the Rail Riders have less trust in the players. Both parties will halve any offered payments from now on.

The letter itself reads "We have some information about the Church. We can't send it to you unless you promise protection. This is something Taam would kill to know. Send representatives to autotram station 4 and we can begin negotiations."

Whether the players read the letter or not, they need to deliver it to TTMC. After the fact, the players are asked to accompany the TTMC representatives to autotram station 4 to reconnect with Grearson, where they can collect their payment. The Primary Advancement Officer goes as the main negotiator, bringing two guards to ensure protection from any more mercenaries. The cadre makes their way to station 4 unimpeded, however.

Once negotiations are done, TTMC now knows that Vicar Narul is the man responsible for killing and raping Taam's daughter. They now want to deal with the dirty priest, as explained in Tharnaxist Termination.

Synthetic Mercenary		BOSS? Y	LEVEL 1
NPC ROLE POWER Killers add half their level(rounded up) to their mastered attack's ATT and DMG.			
POWER	LUCKY STRIKES. Effect: Whenever this character rolls 1 or 2 on the d10, reroll it and keep the second result.	BOSS POWER	LAST COMMAND. Range: 6 Squares. Effect: When this character is defeated, all his remaining allies in range receive +1 ATT +1 DMG on their next turn.

A	C	T	I	O	N	S
1	1	1	0	0	1	1
T DEF	A DEF	N DEF	AP	B. REFLEX		HP
7	10	8	3	2		90

MASTERED ATTACK Rifle, range inc. 5	
BONUSES +1 ATT +3 DMG	OTHER ATTKS +1 ATT +1 DMG
VALUABLES/EQUIPMENT	
\$12, \$100 in salvageable synthetic components (takes basic tools and 10 minutes to strip)	

5' TALL SHANTY

5' TALL SHANTY

SCRAP METAL
+2 COVER

SYNTH
MERC

HUMAN
MERC

HUMAN
MERC

HUMAN
MERC

HUMAN
MERC

Human mercenaries (\$15 and reinforced clothing on each) **LEVEL 1**

MASTERED ATTACK Fossil Pistol, guard, range inc. 3

BONUSES +2 ATT +3 DMG | **OTHER ATTKS** +2 ATT +2 DMG

**RAILWAY
EXIT**

A	C	T	I	O	N	S
1	2	1	0	0	1	1
T DEF	A DEF	N DEF	AP	B. REFLEX		HP
6	8	6	3	2		31

ENDING 1: TREACHEROUS TURNABOUT (MEDIUM RISK, 2 TP)

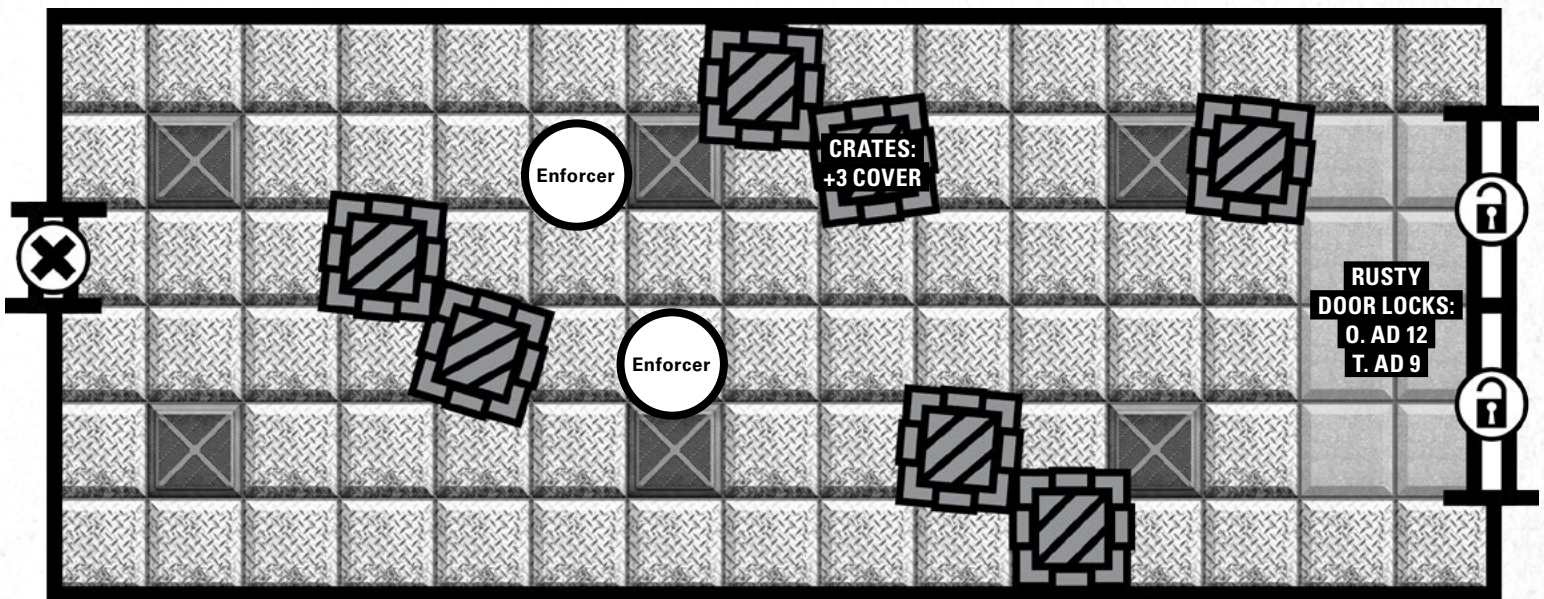
If the players find He Who Remembers and return to the docks while Vicar Narul lives, they are in great danger. Narul meets the players outside the docks, and asks to discuss the matter in a nearby converted warehouse.

If the players destroy He Who Remembers and present Narul the evidence, he grins and then orders his enforcers to kill the players for committing Synthicide. If they return with He Who Remembers alive, Narul destroys the robot before their very eyes, and then tells his enforcers that the players did it. The enforcers ignore their very senses and believe what Narul says, and no matter what they attempt to carry out the execution.

Narul easily escapes before the fight begins, as he has rigged a secret route from his position in the back of the meeting room. The hidden door permanently seals behind him. The players are most likely wounded, so this battle is incredibly difficult to survive.

So what now?

Once the dust settles, it's time to regroup. If the players somehow kept He Who Remembers alive, they can approach TTMC and ask for help. But if the players gave the robot over to Narul, they have reached the worst outcome of this adventure. They don't have a bargaining chip with TTMC and they have made serious enemies of the Rail Riders. They cannot enter the space dock without risking more danger. This is where you and your group will have to take up the story and imagine how the players bounce back from such a horrible predicament.



Enforcers (2)		LEVEL 1
NPC ROLE POWER	Killers add half their level(rounded up) to their mastered attack's ATT and DMG.	
POWER	BRUTAL SWIPE. Range: Melee only Effect: Any time this character makes a melee attack, you may choose to make the attack "brutal." Subtract up to 2 from ATT and add double that to DMG.	

MASTERED ATTACK Crushing grip	
BONUSES +1 ATT +4 DMG	OTHER ATTKS +1 ATT +1 DMG
VALUABLES \$100 in salvageable synthetic components (takes basic tools and 10 minutes to strip)	

A	C	T	I	O	N	S	T DEF	A DEF	N DEF	AP	B. REFLEX	HP
1	1	1	0	0	1	1	7	9	7	3	2	45

ENDING 2: THARNAXIST TERMINATION

(LOW RISK, 1 TP)

If the players are wounded, TTMC offers immediate care to restore them to full HP. The mission they are sending the players on is of grave importance. Both the Rail Riders and TTMC have many connections at the space dock and they plan to call in all their favors. Narul has crossed the Taam family, and must be eliminated.

When Vicar Narul leaves his post, he takes a private dock exit behind the dais. The players are sent to wait for him. Workers have abandoned their usual posts in the passage, and a pre-planted bomb wounds Narul's escort, giving the players a chance to act first. All the exits, of course, are sealed until the job is done. There is one problem, however: Darry is curious and is hiding in the hallway. She witnesses the players kill Narul.

The Risks

The players are in some danger, facing down a priest and enforcers. In addition, killing a priest will mar their whole

future. The church WILL find out eventually, even if the investigation takes months. This is why TTMC and the Rail Riders want the players to pull the trigger. The players also have a difficult choice about what to do with Darry, since she's a known information dealer.

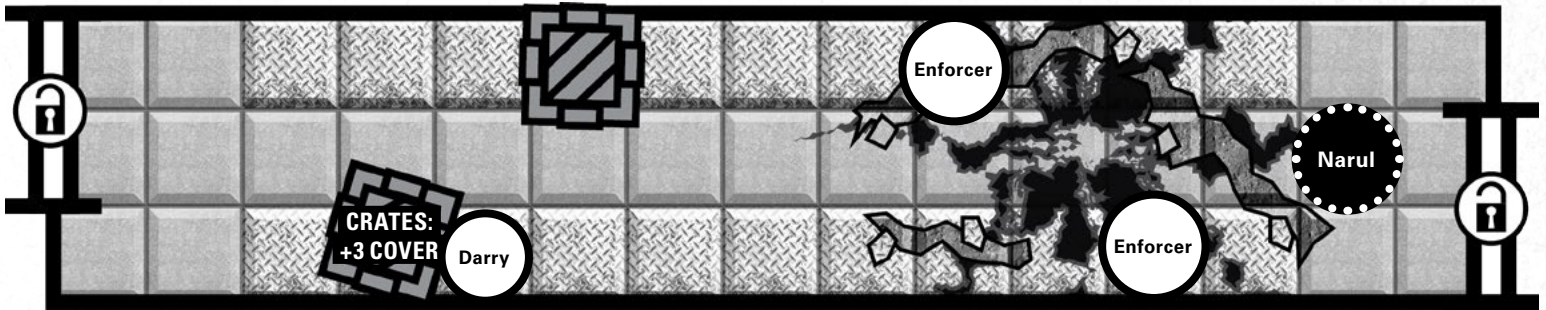
The Reward

TTMC offers \$60 to each player, plus enough fuel and rations to reach any destination upon completion.

So what now?

Assuming the players complete the job, it's time to journey across the stars. What new adventures will be found as they hide from the Church? Also, the choice over how to handle Darry sets the tone for the players' moral values.

However, if the players turn the job down, they have a much more immediate problem: how will they get their ship back as long as Narul stands in the way?



Wounded Vicar Narul		BOSS? Y	LEVEL 1
NPC ROLE POWER When using Influence or Awareness in social situations, roll twice. Use the higher die roll.			
POWER	GUARDED THOUGHTS. Effect: Even through the use of Psychic Powers or Awareness, players can only detect if this character is lying. His true motives can never be inferred.	BOSS POWER	NO NEGOTIATING. Effect: This character is immune to any attempts to negotiate payment or deals. He only agrees to what he wants.

A	C	T	I	O	N	S
3	1	1	2	1	1	2
T DEF	A DEF	N DEF	AP	B. REFLEX		HP
7	8	7	4	5		30

MASTERED ATTACK Cyber claws, counter weapon	
BONUSES +2 ATT +1 DMG	OTHER ATTKS +1 ATT +1 DMG
VALUABLES/EQUIPMENT Priests carry no usable equipment or wealth.	



Wounded Enforcers (2)		LEVEL 1
NPC ROLE POWER Killers add half their level(rounded up) to their mastered attack's ATT and DMG.		
POWER	BRUTAL SWIPE. Range: Melee only Effect: Any time this character makes a melee attack, you may choose to make the attack "brutal." Subtract up to 2 from ATT and add double that to DMG.	

MASTERED ATTACK Crushing grip	
BONUSES +1 ATT +4 DMG	OTHER ATTKS +1 ATT +1 DMG
VALUABLES \$100 lurans in salvageable synthetic components (takes basic tools and 10 minutes to strip)	

A	C	T	I	O	N	S	T DEF	A DEF	N DEF	AP	B. REFLEX	HP
1	1	1	0	0	1	1	7	9	7	3	2	25

SYNTHICIDE

	BASE TOTAL	CURRENT TOTAL
AWARENESS	3	
COMBAT	0	
TOUGHNESS	-1	
INFLUENCE	2	
OPERATION	0	
NERVE	0	
SPEED	2	

1/2 SPEED
 $1 + 3 = 4$
ACTION POINTS

AWARENESS + **SPEED** = **BATTLE REFLEX**
 $3 + 2 = 5$

HIT POINT TRACKER	MAX HP	35
	HP/LEVEL	5

UNSPENT TRAIT POINTS

LEVEL UP TRACKER (TRAIT POINTS GAINED)

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	LVL 2 (+1 ATTRIBUTE)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	LVL 3 (+1 ATTRIBUTE)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	LVL 4 (+1 ATTRIBUTE)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	LVL 5 (+1 ATTRIBUTE)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	LVL 6 (+1 ATTRIBUTE)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	LVL 7 (+1 ATTRIBUTE)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	LVL 8 (+1 ATTRIBUTE)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	LVL 9 (+1 ATTRIBUTE)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	LVL 10 (+1 ATTRIBUTE)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	LVL 11 (+1 ATTRIBUTE)

CHARACTER NAME	MARCU TARIN (Male)	LEVEL	1
BIOCLASS	Skinbag		
BODY TYPE	Organic	MIND TYPE	Organic

MOTIVATION **CYNICISM** **RESOLVE**

TOUGHNESS	OTHER	TOUGHNESS DEFENSE
$-1 + 5 +$	0	$= 4$
TOUGHNESS	OTHER	ARMOR DEFENSE
$-1 + 5 +$	$0 +$	8
	ARMOR WORN	SPEED RATING
	<input type="text" value="E.C. Combat Vest"/>	<input type="text" value="3"/>

NERVE + **OTHER** = **NERVE DEFENSE**
 $0 + 5 + 0 = 5$

ATT = COMBAT + WEAPON'S ATT | DMG = COMBAT + WEAPON'S DMG

WEAPON	ATT	DMG	ABILITY	RANGE	OTHER NOTES
Retrofit Pistol	+1	+1	Guard	4	

W. PROFICIENCIES STRIKING PISTOLS RIFLES SHOTGUNS

ASPECT SCOUNDREL

CHARACTER TRAITS

- Dying Breed:** Can't mutate, +1 to an Attribute
- +2 DMG vs unaware opponents
- Gain Advantage ATT bonus = +3 instead of +2
- Move 4 squares for free when using Gain Advantage
- Operate Navigation:** use highest Attribute when navigating instead of Operation
- Navigation (Planetary Specialization):** You know the nitty gritty details of the planets Corsus, Humanus, and Drakka
- Techless Will:** Add +3 to any attribute for one turn 3/day.
- Navigation (Lay Low):** If you are in an area where you have specialization, you can "lay low" to hide from authorities or pursuers. If you beat an Operation AD set by the GM, you are guaranteed one week of successful hiding (Macru can use Awareness for this power instead of Operation)

SYNTHICIDE

BASE
TOTAL

CURRENT
TOTAL



AWARENESS

2



COMBAT

0



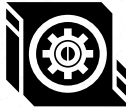
TOUGHNESS

-1



INFLUENCE

3



OPERATION

-1



NERVE

-1



SPEED

1

1/2 SPEED

0 + 3 =

ACTION POINTS

3

AWARENESS

SPEED

BATTLE REFLEX

2 + 1 =

3

HIT POINT TRACKER

MAX HP

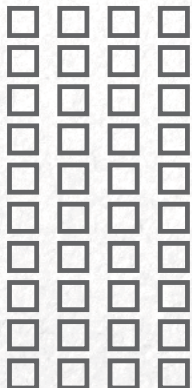
35

HP/LEVEL

5

UNSPENT
TRAIT POINTS

LEVEL UP TRACKER (TRAIT POINTS GAINED)



LVL 2 (+1 ATTRIBUTE)

LVL 3 (+1 ATTRIBUTE)

LVL 4 (+1 ATTRIBUTE)

LVL 5 (+1 ATTRIBUTE)

LVL 6 (+1 ATTRIBUTE)

LVL 7 (+1 ATTRIBUTE)

LVL 8 (+1 ATTRIBUTE)

LVL 9 (+1 ATTRIBUTE)

LVL 10 (+1 ATTRIBUTE)

LVL 11 (+1 ATTRIBUTE)

CHARACTER NAME	SHAROOK HARBUS (Male)	LEVEL	1
BIOCLASS	Skinbag		
BODY TYPE	Organic	MIND TYPE	Organic

MOTIVATION

Make friends and allies

CYNICISM

0 /10

RESOLVE

2 /5

	TOUGHNESS	OTHER	TOUGHNESS DEFENSE
	-1	+5 + 0	= 4
TOUGHNESS	OTHER	ARMOR	ARMOR DEFENSE
-1	+5 + 0	+ 3	= 7
	ARMOR WORN		SPEED RATING
	Combat Vest		3

NERVE

-1

OTHER

+5 + 0

NERVE DEFENSE

= 4

ATT = COMBAT + WEAPON'S ATT | DMG = COMBAT + WEAPON'S DMG

WEAPON	ATT	DMG	ABILITY	RANGE	OTHER NOTES
Retrofit Pistol	+1	+1	Guard	4	

W. PROFICIENCIES STRIKING PISTOLS RIFLES SHOTGUNS

ASPECT BULB HEAD

CHARACTER TRAITS

- **Mutant Dog:** Start with mutations
- **Illuminix addiction:** Must take 1 dose of illuminix per day or suffer -2 to all rolls, and no psychic powers
- **Perfect sneak (mutation):** Your body moves with unnatural grace. +2 to speed rolls to avoid detection
- **Anaerobic (mutation):** You appear cold and corpse-like. You do not need to breathe and are acclimated to vacuums.
- **Techless Will:** Add +3 to any attribute for one turn 3/day.
- **Fade (psych): 2 AP to cast. Range 4 squares.** Roll Influence vs Nerve defense of targets in range. Turn invisible to those you beat for a number of turns equal to what you rolled on the d10. Overcharge when casting to extend power by 3 turns.
- **Teleport (psych): 2 AP to cast.** Teleport 3 squares through walls. Overcharge to move 6 squares.

SYNTHICIDE

	BASE TOTAL	CURRENT TOTAL
AWARENESS	2	
COMBAT	2	
TOUGHNESS	1	
INFLUENCE	-1	
OPERATION	0	
NERVE	1	
SPEED	1	

1/2 SPEED
 $0 + 3 = 3$ **ACTION POINTS**

AWARENESS + **SPEED** = **BATTLE REFLEX**
 $2 + 1 = 3$

HIT POINT TRACKER	MAX HP	46
	HP/LEVEL	6

UNSPENT TRAIT POINTS

LEVEL UP TRACKER (TRAIT POINTS GAINED)	
<input type="checkbox"/>	LVL 2 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 3 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 4 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 5 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 6 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 7 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 8 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 9 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 10 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 11 (+1 ATTRIBUTE)

CHARACTER NAME	Serin Helwar (Female)	LEVEL	1
BIOCLASS	Hardshell		
BODY TYPE	Plugged	MIND TYPE	Organic

MOTIVATION	Don't get mad, get even	CYNICISM	0 /10	RESOLVE	2 /5
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TOUGHNESS	1	+ 5 +	OTHER	0	=	TOUGHNESS DEFENSE	6		
TOUGHNESS	1	+ 5 +	OTHER	0	+ ARMOR	2	=	ARMOR DEFENSE	8
			ARMOR WORN	Reinforced clothing			SPEED RATING	4	

NERVE + 5 + **OTHER** = **NERVE DEFENSE**
 $1 + 5 + 0 = 6$

ATT = COMBAT + WEAPON'S ATT | DMG = COMBAT + WEAPON'S DMG

WEAPON	ATT	DMG	ABILITY	RANGE	OTHER NOTES
EC Fossil Pistols	+3	+4	Guard	3	
TWF EC. F. Pistols	+1	+4	Guard	3	When using TWF

W. PROFICIENCIES STRIKING PISTOLS RIFLES SHOTGUNS

ASPECT THUG	
CHARACTER TRAITS	
<ul style="list-style-type: none"> Servo limbs: +1 Combat (already calculated) Cybernetic Slots: 2 body upgrade slots available Pistol Weapon Proficiency: +1 ATT Two fisted fighting: Once per turn, when attacking with a 1-handed weapon, you can make a free attack with a second 1-handed weapon in your other hand. You suffer -2 ATT to both attack rolls. 	<ul style="list-style-type: none"> Influence Fear: When making rolls to intimidate someone with threats of violence, you may use your highest Attribute instead of Influence.

SYNTHICIDE

	BASE TOTAL	CURRENT TOTAL
AWARENESS	0	
COMBAT	0	
TOUGHNESS	-1	
INFLUENCE	-1	
OPERATION	5	
NERVE	3	
SPEED	1	

1/2 SPEED + 3 = ACTION POINTS

0 + 3 = 3

AWARENESS + SPEED = BATTLE REFLEX

0 + 1 = 1

HIT POINT TRACKER	MAX HP	35
	HP/LEVEL	5

UNSPENT TRAIT POINTS

LEVEL UP TRACKER (TRAIT POINTS GAINED)	
<input type="checkbox"/>	LVL 2 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 3 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 4 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 5 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 6 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 7 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 8 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 9 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 10 (+1 ATTRIBUTE)
<input type="checkbox"/>	LVL 11 (+1 ATTRIBUTE)

CHARACTER NAME	Thennis Brig (Male)	LEVEL	1
BIOCLASS	Scraphead		
BODY TYPE	Organic	MIND TYPE	Plugged

MOTIVATION	CYNICISM	RESOLVE
Live life for now	0 /10	2 /5

TOUGHNESS	OTHER	TOUGHNESS DEFENSE
-1	+5 + 0	= 4
TOUGHNESS	OTHER	ARMOR DEFENSE
-1	+5 + 0	= 6
ARMOR WORN		SPEED RATING
Reinforced clothing		4

NERVE + 5 + OTHER = NERVE DEFENSE

3 + 5 + 0 = 8

ATT = COMBAT + WEAPON'S ATT | DMG = COMBAT + WEAPON'S DMG

WEAPON	ATT	DMG	ABILITY	RANGE	OTHER NOTES
Fossil Pistol	+0	+1	Guard	3	

W. PROFICIENCIES STRIKING PISTOLS RIFLES SHOTGUNS

ASPECT BRANIAC

CHARACTER TRAITS

- Cybernetic Slot:** 1 brain upgrade slot available
- Computers (cracking):** Beat operation AD to crack secure networks. Failure may alert security.
- Computers (System Override):** Beat operation AD to turn off systems connected to a network.
- Locks (force entry):** Beat operation AD set by GM to open locks.
- Locks (alarms):** Beat operation AD set by GM to disable alarms.
- Protocol (forgeries):** Use operation to make and identify forgeries
- Protocol (Dodge Fees):** Use operation to talk out of paying fees.
- Psychology (manipulate):** Beat operation AD equal to NPC level + 8 to grant the entire party +1 for lies against them
- Psychology (Negotiate):** Beat operation AD equal to NPC level + 8 to grant the entire party +1 to openly negotiate with them.
- Influence Thieves:** Use highest attribute when lying to pirates and gangsters.

CURRENT ALIASES

MUG SHOT

CONTACTS/FRIENDS

NOTES

PSYCHIC POWERS

OVRCHRG. USES

POSSESSIONS

NOTES

LOCATION

DAYS OF FOOD

DAYS WITHOUT EATING

EAT AT LEAST 1 MEAL A DAY OR SUFFER -2 TO ALL ROLLS, INCLUDING DMG
SHARPERS DIE AFTER 6 + TOUGHNESS DAYS WITHOUT FOOD
THE DAY COUNT DOES NOT RESET UNTIL YOU EAT FOOD 2 DAYS IN A ROW

LURANS

CHARACTER BACK STORY

OTHER NOTES

THANKS

